

Personal Tweaks

Flaws

-5	Blood Rage, Factions: Mu only
-4	Coup Counter, Factions: V, G, Mu only
-2	Glory Hound
-4	Guiltridden, Factions: Me, O, V, S only
-8	Hard Luck
-10	Kamikaze
-4	Monstrously Huge, Vehicles only
-6	Obvious
-12	Ponderous
-4	Poorly Trained
-2	Stupid, Figures without Auto Mental; Factions: O, V, S, G, Mu, D only
-10	Summoned
-4	Trigger Happy, Figures with ranged attacks only
-4	Unwieldy
-8	Very Unwieldy
-2	Vindictive

Edges

+1	Ballsy
+6	Bushwhacker
+5	Butthole Sergeant, Type: E, C with Control Radius only, Factions: Me, O, V, S, G, Mu only
+4	Chain of Command
+3	Charmed
+2	Cybernetic
+2	Dodge
+1	Eagle Eye
+4	Easily Controlled, Type: T, E only; Factions: Me, O, V, S, D only
+1	Fickle Finger of Fate, Type: C only
+1	Flame Retardant
+5	Flight
+5	Force Leader, Type: C only, one character per force only
+2	Frenzied
+6	Frother Command, Factions: Mu only
+2	Hardcase
+1	Hyperactive Metabolism
+10	Infiltration
+8	Inspiring Example
+8	Lightning Reflexes
+14	Lucky Bastard
+12	Lurker, Factions: V, G only
+0	Monster, Type: L, V, H only
+5	Random Mutation, Factions: Mu only
+12	Regeneration, Type: C only
+8	Remote Servo-Link, Factions: D only
+4	Scrounger
+8	Shapechanger
+2	Sharpshooter
+1	Slippery
+12	Sniper

+1	Sole Survivor, Type: T,E only
+8	Stealthy
+12	Terrifying, Type: C, L, M, H only
+8	Totem Leader, Vengequan Totem Shaman only
+4	Tough
+4	Tracker
+4	Weapon Master, Type: T, E, C only
+0	Vehicle, Type: L, V, H only
+8	Vehicular Commander, Types: L, M, H only

Weapon Tweaks

Flaws

-3	Cybernetic Only
-4	Fragile
-1	Heavy Recoil
-5	Move or Fire
-10	One Shot
-2	Slow Attack
-6	Slow Reload
-6	Volatile

Edges

+8	Armor Piercing
+25	Attack Nanite System, Factions: D only, Close combat only
+6	Charging Weapon, Close Combat weapons only
+4	Entangling, Close Combat weapons only
+2	Extra Bite
+4	High Explosive
+5	Highly Accurate
+10	Ignores Cover
+12	Immolation
+6	Long, Close Combat weapons only
+12	Mental Attack
+5	Multiprofile
+2	Parry Weapon, Close Combat weapons only
+2	Piercing Attack
+12	Poisoned
+3	Sniper Scope
+6	Thermal Scope
+4	Transferable
+9	Very Long, Close Combat weapons only
+10	Actuate Casualty, Factions: D only, Close combat only
+15	Adrenal Overload, Factions: O, Mu only
+5	Astral Projection, Factions: S, V only
+18	Banish Manitou, Factions: V only
+8	Battering Waves, Factions: V only
+5	Bless Weapon, Factions: V only
+10	Brute Strength, Factions: O only
+10	Chittering Hordes, Factions: G only
+15	Control
+ 15	Devour, Monsters only, close combat power only
+10	Drain Power
+8	Earth Sense, Factions: V only

+8	Electronic Feedback, Factions: Me only
+10	Expunge Nanites, Factions: S only
+12	Fervor of the Righteous, Factions: S only
+10	Guide Attack
+8	Illuminate Enemy, Factions: S only
+8	Illusionary Swarm, Factions: G only
+5	Incontrovertible Truth, Factions: S only
+5	Induce Kah-Frenzy, Factions: G only
+8	Instill Overwhelming Greed, Factions: O only
+10	Invigorate, Factions: Me, S, G only
+15	Invisibility, Factions: V only
+8	Jinx Mechanism, Factions: V only
+10	Mob Mentality, Factions: O, G only
+10	Null Field, Factions: Me, V, S, Mu, S only
+5	Pounding Rage, Factions: V only
+8	Protection
+10	Psychic Shield
+5	Rally
+10	Remove Earthen Barrier, Factions: V only
+10	Restore
+5	Restore Vehicle Manitou, Factions: V only
+12	See the Future, Factions: S only
+5	Shield of God, Factions: S only
+10	Shove
+5	Skulk in Shadows, Factions: G only
+10	Soul Suck
+5	Speaking in Tongues, Factions: S, V only
+10	Static Charge, Factions: V only
+5	Stone Skin, Factions: V only
+5	Strength of Tortoise, Factions: V only
+15	Sudden Conversion, Factions: S only
+8	Summon Rabbit Manitou, Factions: V only
+5	Summon Rain Storm, Factions: V only
+10	Summoning
+10	Suspend
+5	System Reset, Factions: D only
+5	Telepathic Command, Factions: Me only
+15	Teleport
+8	Televangelism, Factions: S only
+5	Terror
+8	Wall of Air, Factions: V only
+8	Wall of Fire, Factions: V only
+10	Wall of Spewing Filth, Factions: G only
+5	War Chant, Factions: V only
+5	Wave, Factions: V only
+5	You Da Man, Factions: O only

Unit Tweaks

-30	Conscript
-20	Raw
-10	Green
+15	Well Trained
+20	Fighters to the End

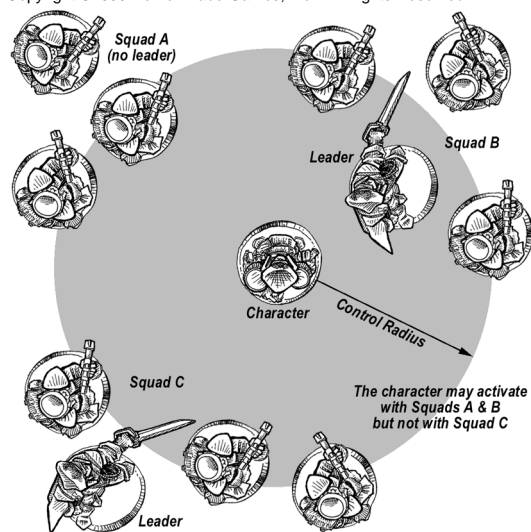


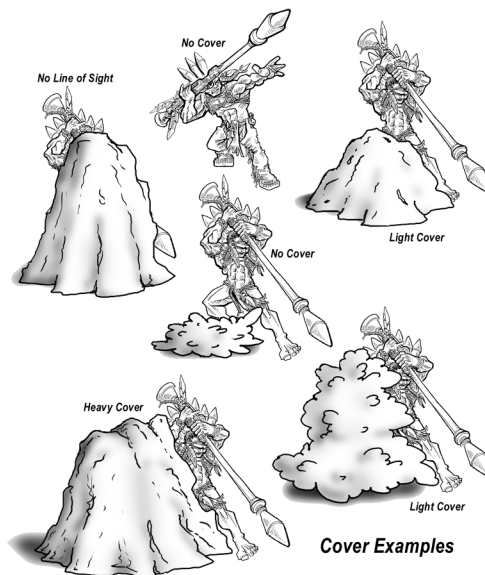
Figure Type Table (T)			Max	Max
Type	Pts	Description	Tweak Pts	Hero Pts
T	2	Trooper	15	4
E	4	Elite	25	6
C	8	Character	60	12
L	10	Light Vehicle/Monster	15	4
M	20	Medium Vehicle/Monster	25	8
H	40	Heavy Vehicle/Monster	50	12

Movement Table (Mv)		
Mv	Pts	Notes
0"	0	
3"	2	
6"	4	
9"	6	
12"	8	Max for Type: T
15"	12	
18"	16	Max for Type: E,C,H
21"	20	Max for Type: M
24"	24	Max for Type: L

Mental Table (Mn)		
Mn	Pts	Notes
2K2	0	
3K2	2	
3K3	4	
4K3	6	Max for Type: T
4K4	8	
5K4	12	Max for Type: E
5K5	16	
6K5	20	
A	24	Max for Type: C,L,M,H Automatic

Defense Table (Df)		
Df	Pts	Notes
1k1	0	
2k1	4	
2k2	8	
3k2	12	Max for Type: T
3k3	16	
4k3	20	Max for Type: E
4k4	24	
5k4	28	Max for Type: C,L
5k5	32	Max for Type: M
6K5	36	Max for Type: H

Control Radius Table (CR)		
CR	Pts	Notes
0"	0	
4"	2	
5"	4	
6"	6	Max for Type: T
7"	8	
8"	10	Max for Type: E
9"	12	
10"	14	Max for Type: C,L,M,H



Cover Examples

Attack Value Table (AV)		
AV	Pts	Weapon Type
1k1	4	Basic
2k1	6	Basic
2k2	8	Basic
3k2	10	Basic
3k3	12	Basic
4k3	14	Basic
4k4	16	Heavy
5k4	18	Heavy
5k5	20	Support
6k5	22	Support

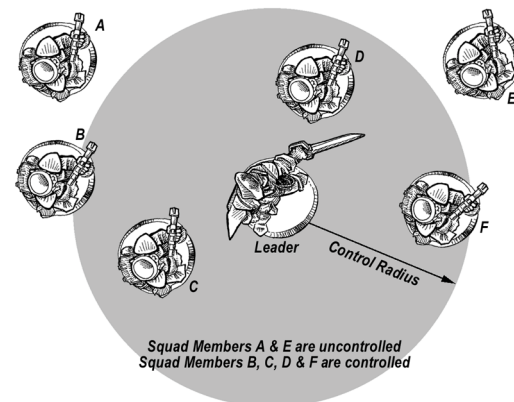
Range Table (R)		
R	Pts	Notes
-	0	Close combat only
6"	6	
12"	10	
18"	14	
24"	18	
30"	22	
36"	26	
42"	30	
48"	34	
LOS	42	Line of sight

Area Effect Type Table (AET)		
Code	Description	Notes
CC	Close Combat	Close combat only
Ex	Explosive	Any weapon
Bu	Burst Fire	Ranged only
Li	Linear	Ranged only

Turn Sequence	
Initiative	
Conflict	
Activate	
Remove Reserve	
Check Control	
Perform Actions	
Check Control	
Deactivate	
Follow Up	
Rout	

Area Effect Table (AE)		
AE	Mult	Notes
-	0	No area effect
2x	1.5	Two figures
3x	2	Three figures
4x	3	Four figures

Multiply the cost of the weapon by the above multiplier before applying any tweaks.



Defense Adjustments Chart		
Bonus	Description	Notes
+1k0	Did Not Move	Figure did not move since its last activation or has not yet moved during this game. Involvement in close combat counts as movement. Did Not Move may not be combined with Heavy Cover.
+1k1	Light Cover	The figure is behind light cover, such as trees or hedges.
+2k2	Heavy Cover	The figure is behind heavy cover, such as brick walls or boulders. Heavy Cover may not be combined with Did Not Move.
+2k2	Entrenching Cover	The figure is in entrenching cover, such as foxholes, trenches, or prepared fortifications.
1s to 2s	Type M Figure	Medium vehicles and monsters treat all 1s rolled as 3s
1s, 2s to 3s	Type H Figure	Heavy vehicles and monsters treat all 1s and 2s rolled as 3s

Attack Adjustments Chart		
Bonus	Description	Notes
+1k0	Did Not Move	Figure did not move since its last activation or has not yet moved during this game. Involvement in close combat counts as movement.
+1k1	Massed Attack	Added for each figure using a reserve marker to assist in an attack. (see text for full explanation)

Weapon Slot Allowance		
Type	Slots	Notes
T	2	Basic weapons only, except one of every three troopers in a unit (rounded down) may carry one heavy weapon
E	3	One heavy weapon, rest are basic only
C	4	One support or heavy weapon, one heavy weapon, rest are basic
L	3	Basic or heavy weapons only
M	4	One support weapon, rest are basic or heavy
H	5	All weapons allowed

The first weapon slot is for close combat weapons only. If no close combat weapons are taken, the weapon slot is lost.